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# Phenomenon Engine

## Free

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### **Phenomenon Engine Activation Code With Keygen For PC**

Phenomenon engine is a 3D engine with NextGen-enhanced graphic software render programmed in Free Pascal. Now you can benefit from the power offered by multicore-CPU's and enjoy the engine's 2DH rasterization. Phenomenon engine description The Phenomenon engine is Free Pascal powered rasterizer for faster rendering, but also features a GPU renderer in a powerful GPU card (Intel N GPU). It features multiple shaders, advanced lighting and shadow, fast iteration of the whole scene and also can rasterize what it can of the models. This engine is intended for anyone who wants to make PC-games for anything, except for family-oriented games. Phenomenon engine will be used to rasterize 3D games, and also is a very powerful scripting engine for writing shaders, set-up hardware and manage runtime stuff. Phenomenon engine Features: Phenomenon engine is Free Pascal powered rasterizer for faster rendering, but also features a GPU renderer in a powerful GPU card (Intel N GPU). It features multiple shaders, advanced lighting and shadow, fast iteration of the whole scene and also can rasterize what it can of the models. This engine is intended for anyone who wants to make PC-games for anything, except for family-oriented games. Phenomenon engine will be used to rasterize 3D games, and also is a very powerful scripting engine for writing shaders, set-up hardware and manage runtime stuff. What is a rendering engine? A render engine is a piece of software that converts geometric shapes into rasterized images. Why should you use Phenomenon Engine? Phenomenon engine is a fast, powerful and easy to use rendering engine for games. It comes with a fully working GPU and Multithreaded renderer. Phenomenon engine is a free engine, written in Free Pascal. Phenomenon engine is Open Source, and can be used and shared freely. Phenomenon engine features: Support Multithreading and Hardware acceleration Phenomenon engine supports

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Multithreading and hardware acceleration. The Phenomenon engine will take advantage of the dual-core-CPU's in multithread mode and in hardware acceleration mode. By using multithreaded rendering you will see a much better rendering speed. Multimedia

## **Phenomenon Engine**

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## Phenomenon Engine Crack+

- Supports NVIDIA GPUs - Supports OpenCL 1.2 (OpenGL ES 2.0, OpenGL 1.1) - Supports CUDA and OpenCL (Single GPU/Multi GPU/Hybrid) - Supports Windows Vista (32/64 bit), Windows XP (32/64 bit), Windows 2000, Linux and Mac OSX - Support OpenGL 3.3 with its latest APIs (glVertexPointer, glIndexPointer, glEnableClientState, glNormalPointer, glTexCoordPointer, glColorPointer, glTexGen, glVertexAttribPointer, glEnableVertexArray, glDisableVertexArray, glVertexAttribPointer) and its most recent extensions (glMultiTexCoord, glMultiTexCoordPointer) - Supports OpenGL 2.1 - Supports shader programming with the available in the nextgen engine shader language called NextGen. - Enables to program shaders with hundreds of compiled OpenGL versions - Supports Direct3D 11 - The engine does not write to the back buffer, it is double buffered so your frame is not lost when the engine renders. - Supports both rasterization and antialiasing. - Supports all shader stages (vertex, geometry, fragment) with the available available in the NextGen-shader language - Supports vertex and index buffers. - Supports textures and blends - Supports a modern physics engine. - Supports dynamic, user-defined lighting with point, spot and wave lights - Supports shaders (fragments, vertex, geometry, geometry-particles) - Supports characters (colliders, animations, bones, scripts, fluids, players) - Supports user-defined materials with separate texture atlas and file-based texture maps - Supports walking, jumping, falling and flying - Supports the new Doom3 engine format (.X files) - Support for r\_worldalpha - Supports own (user-defined) particle systems - Supports multipath mesh-collision - Supports sounds, music and background-music. - OpenGL/GL2, OpenGL ES 2.0/1.1, DirectX 11, Direct3D 11 and nextgen-engine shaders (available in the engine) - NextGen shader language (Available in the engine) - Uses the very latest OpenGL, OpenCL and Direct3D core profiles for the best possible speed

## What's New in the Phenomenon Engine?

Phenomenon engine is a 3D engine with NextGen-enhanced graphic software render programmed in Free Pascal. Now you can benefit from the powered offered by multicore-CPU's and enjoy the engine's 2DH rasterization. The engine has been developed on Delphi-Pascal7.0 Version: 1.0 (Delphi-Pascal 7.0) Description: Description: Phenomenon engine is a 3D engine with NextGen-enhanced graphic software render programmed in Free Pascal. Now you can benefit from the powered offered by multicore-CPU's and enjoy the engine's 2DH rasterization. The engine has been developed on Delphi-Pascal7.0 Features: •Fullscreen2D-Rendering •Fullscreen3D-Rendering •Extended Lighting •Polygonal-Rendering •Shadow-Layer •Polygonal-Shadows •High-Precision-Collision-Detection •Complex-Terrain-Models •Random-Texture-Generation •Orientation-Independent-Shading •Vertex-Picking •Camera-Movement •Polygon-Editing-Tools •Rasterizer-Buffer •Physically-Based-Rendering •Real-Time-Mipmap-Generation •Rendering-Precision •Render-Quality •Designed-For-NextGen •Level-of-Detail •High-Resolution You can get Phenomenon engine from the following URL's. Vendor: Developer: Phydium, Inc. License: Released under GPL-3.0 ( Build a Win32 or Windows-64 Application Build a Win32 application Save the files as.exe-File Execute it Copy the executable to the installation directory Build a Win32 or Windows-64 Application Build a Win32 application Save the files as.exe-File Execute it Copy the executable to the installation directory Linux Build Build the sources and execute the.so-Files, which are located in the installation directory Linux Build Build the sources and execute the.so-Files, which are located in the installation directory You can get the sources

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from the following URL's: Version: 1.0 (Delphi-Pascal 7.0) You can get the sources from the following URL's:

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## System Requirements:

Windows 7/8/10: Intel Core 2 Duo Processor (2.5 GHz) Intel Core 2 Duo Processor (2.5 GHz) Intel Core 2 Duo Processor (2.7 GHz) Memory: 2GB 2GB Graphics: Intel GMA X4500 Intel GMA X4500 DirectX: Version 11 Version 11 Disk Space: 4.5 GB 4.5 GB Video Card: NVIDIA GeForce GT 320/AMD Radeon HD 5770 NVIDIA GeForce GT 320/AMD Radeon HD 5770

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